

Analytical approach

Two-Level Games

Asymmetric Negotiation theory

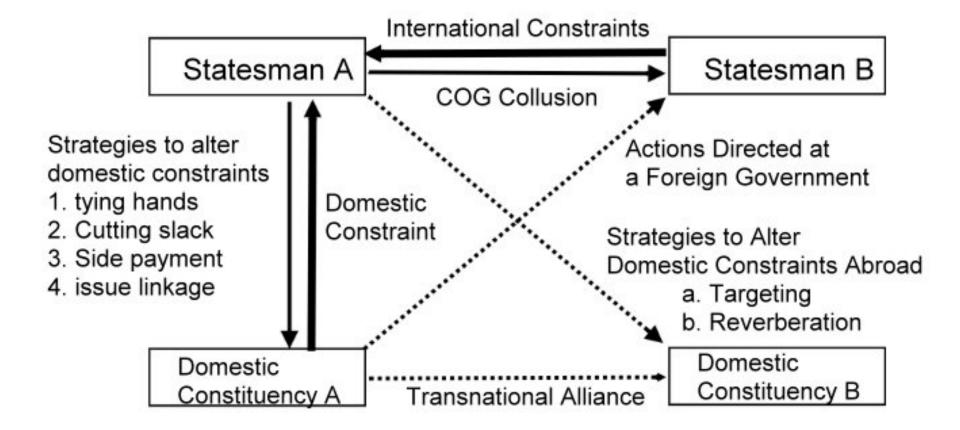
Case studies: Geographical Indications
 Copyright

Research Questions

1. What domestic and international restricts did both governments encounter and how did they respond to them?

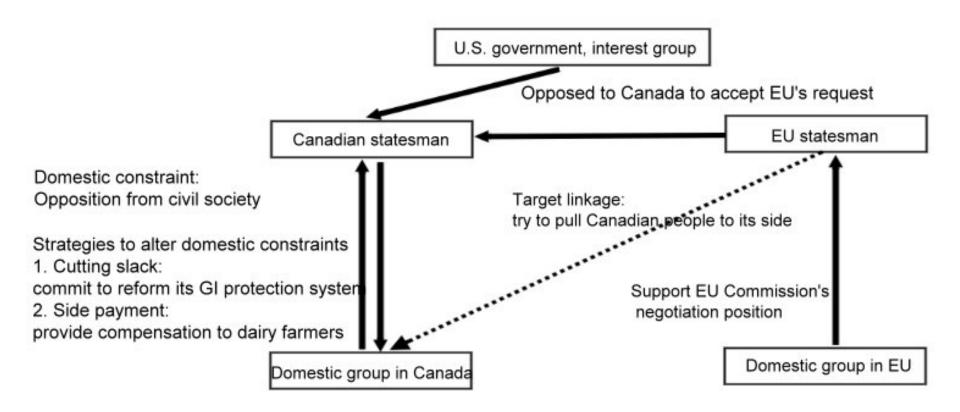
2. How did "power" affect the negotiation? How did Canada overcome power weakness and strive for its national interest in the negotiation?

Two-Level Games



Resources: The original model was from Moravcsik's article "Introduction: Integrating International and Domestic Theories of International Bargaining," and modified by the author

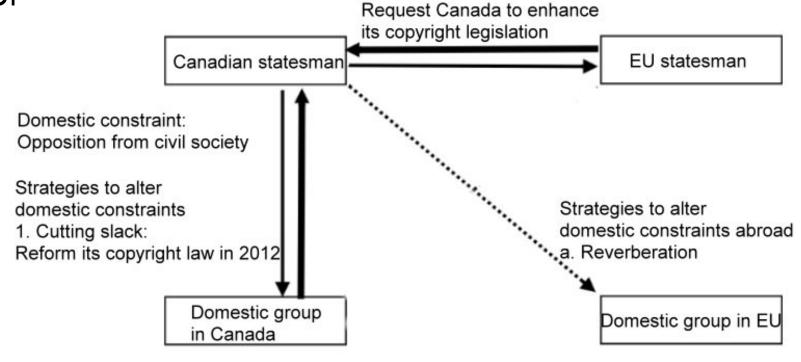
Geographical Indications-Two-Level Games



Results of the negotiation
 → Canada
 accepts the EU's GIs protection system

Copyright-Two-Level Games

 EU's demand→ copyright term extension, enhanced protections for broadcaster, strict liability rules for ISΓ



Results of the negotiation → Canada reject FII's

Conclusion: Two-Level Games

Asymmetric negotiation

Aggregate Power

- Issue-Specific Power
 - Alternative
 - Commitment
 - Control

Behavioral Power

Geographical Indications-Asymmetric negotiation theory

	EU	Canada
Alternative	No alternative	No alternative
Commitment	Stronger	Weaker
Control	Stronger	Weaker
Issue power	Stronger	Weaker

Copyright-Asymmetric negotiation

	EU	Canada
Alternative	No alternative	No alternative
Commitment	Weaker	Stronger
Control	Weaker	Stronger
Issue power	Weaker	Stronger

Conclusion

	Geographical Indications	Copyright
Aggregate power (stronger)	EU	EU
Issue power (stronger)	EU	Canada
Canada's strategy	Cutting slack, issue linkage → Domestic level	Cutting slack, reverberation → International level
Negotiation results	EU wins	Canada wins